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Embracing 21st Century Learning or: How One Library Remixed Its Org Chart to Fully Support the Digital Assignment Lifecycle

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HOW ONE LIBRARY REMIXED ITS ORG CHART TO FULLY SUPPORT THE DIGITAL ASSIGNMENT LIFECYCLE

Jamie Calcagno-Roach
Erika Peterson

With special appearance* by:
Andrea Adams
Kevin Hegg
Grover Saunders

*Will not actually appear.

STRAIGHT OUTTA HARRISONBURG

James Madison University

- Public University in Harrisonburg, VA
- ~20,000 students
- 38 Master's Programs
- 8 Doctoral Programs
- Emphasis on undergraduate research
- JMU Libraries strive to engage with the university's diverse communities in their creation and search for knowledge through academic resources, physical and virtual spaces and educational and research services.



INNOVATION SERVICES

LET Innovation Services creates exciting virtual and physical spaces, programs and services where the JMU community can explore, experiment, and innovate in their teaching, learning, and scholarship.



GUIDING PRINCIPLES



Democratizing

Available to everyone on campus with as few barriers to entry as possible.

Nexus

Interdisciplinary and neutral space for people to collaborate.

Agile

Both in our ability to respond and predict needs.

Outreach & Programming

Allow opportunities for people to show off their work.

METHODOLOGY

Stakeholder Feedback

Peer Institutions

Existing Reports

Local Facilities



SITE VISITS



We did them.
A lot.

Simon Fraser University

University of Victoria

University of Queensland

University of Melbourne

Monash University

University of Adelaide

McGill University

University of Ottawa

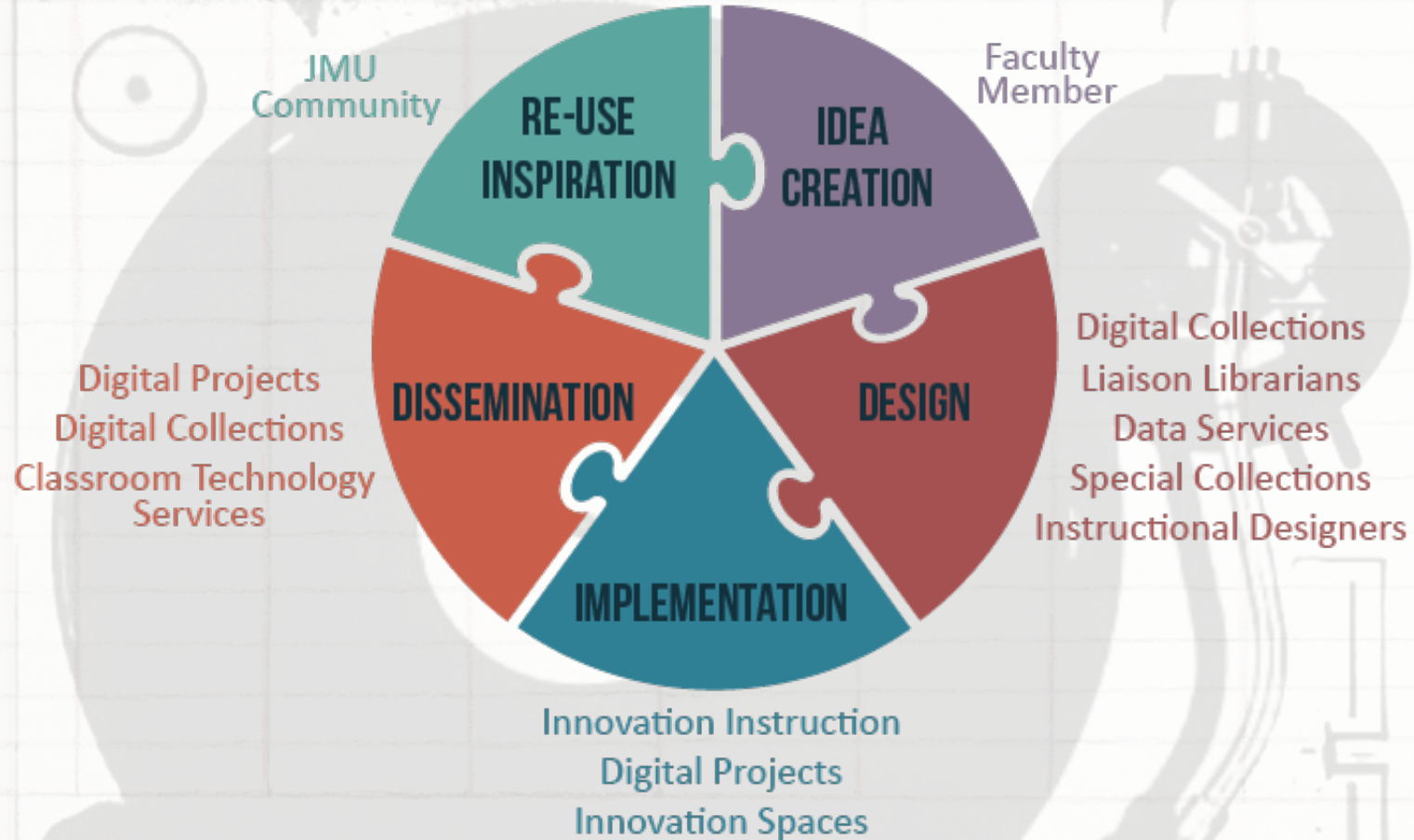
McMaster University

University of Toronto

Simon Fraser University

University of Victoria

DIGITAL ASSIGNMENT LIFECYCLE





TO DO

- Evacuate security ☒
- Photograph interior ☒
- Devise approach ☒
- Pick crew ☐
- Get assassin's equip ☐
- Get BZ gas canisters ☐

APPROACH

CREW

**EDGE**
TON



Driver

Driving Skill

Composure

Vehicle Choice

Cut 100%

**NORM**
RICHARDS



Gunner


Ally Health


Accuracy

Shoot Rate

Weapon Choice

Cut 75%

**PAIGE**
HARRIS



Hacker

Stealth Knowledge

Disguise

Access

Cut

THE BLUEPRINT



RECYCLE, REUSE



We started by creating a new Innovation Services department from components of existing departments.

This allowed us to start quickly and minimize costs.

THE BLUEPRINT

(EdTech - Tech Support - Servers)

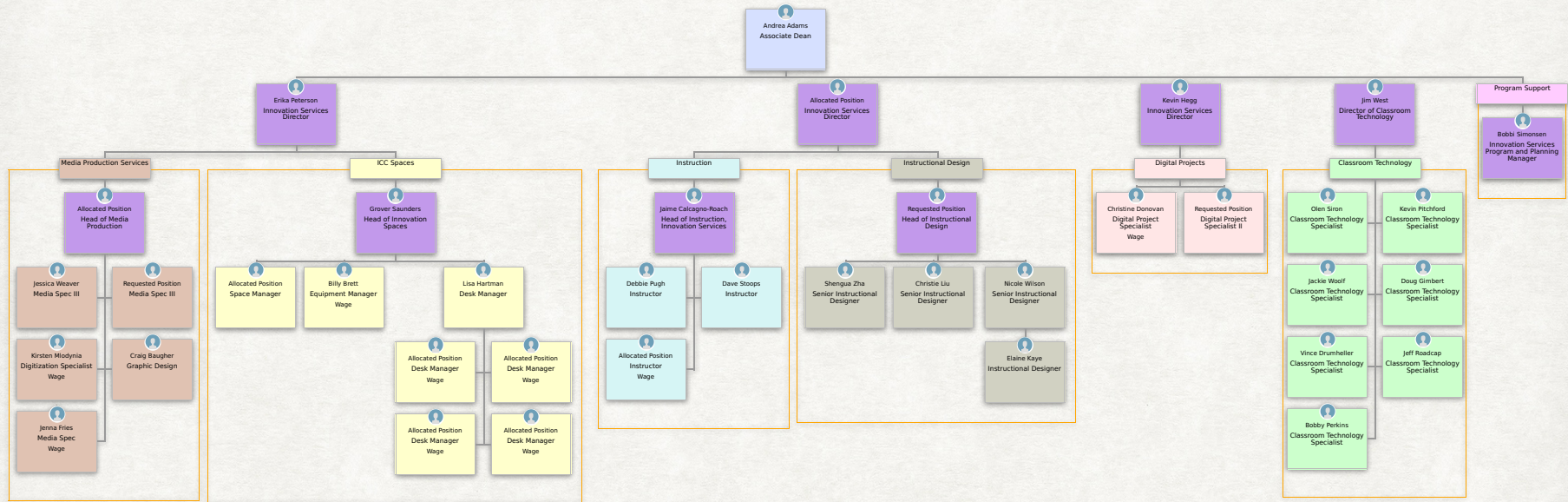
(Media Resources - Media Collection)

Innovation Services

FRONT ELEVATION
1/4" Scale

RIGHT SIDE ELEVATION
1/4" Scale

THE OLD ORG CHART



BABY STEPS



We have to be open to seeing where we can build strong connections all across the university.

We have to listen to our users about what they need.

ONE DAY IT'LL ALL MAKE SENSE



Marketing and branding both internally and externally.

Creating a network of innovation spaces on campus.

The scholarship and preservation connection.

How to facilitate long-term, resource-intensive projects.

LESSONS LEARNED



We will always have plenty of known unknowns and unknown unknowns.

Working quickly allowed us to skip a lot of classic pitfalls, but created a lot of uncertainty for everyone.

Team building neglected due to understaffing (still understaffed).

Saying “It’s Okay to Fail” is easy to say and hard to do.

Remix



**CASE
STUDIES**

HIST 362: 3D SCANNING

- *HIST 362 (Introduction to U.S. Religious History)*
Taught by Dr. Andrew Witmer
- Used a combination of 3D scanners and photogrammetry to accurately re-create religious artifacts.
- Working closely with an actual physical object to create a 3D model offered opportunities to handle the stuff of religious life, attending to its feel, heft, dimensions, and materials.
- Students also grappled with the religious significance of the artifacts. Did the models retain the significance?



HARDWARE

- structure.io Scanner + iPad
 - Inexpensive and easy
- Student-owned smartphones
- Ultimaker 3 3D Printer



SOFTWARE

- ItSeez3D
 - iOS App
 - SketchFab Integration
 - Free Export for EDU*
- SketchFab
 - Facilitate access to models for online viewing and 3D printing.
- Autodesk Remake*
 - Photogrammetry software.
 - *Discontinued suddenly and without warning.*

PUBLISHING PLATFORMS

- ItSeez3D users published to Sketchfab
 - Sketchfab is an online publishing platform for 3D content
 - Pro accounts is free for educational use.
- ReMake users published to Autodesk Gallery
 - Free for educational use
- Displayed via Class WordPress Site
 - <http://sites.jmu.edu/ObjectsOfFaith>



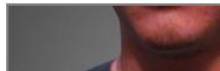
BJECTS

[HOME](#)[ABOUT THE PROJECT](#)[ABOUT THE PROCESS](#)[3D PRINTING](#)

Cotton scarf wrapped as a Hijab



Woodbine Cemetery



[SUMMARY](#)[21 MODELS](#)[COLLECTIONS](#)[0 LIKES](#)

HIST 362 Spring 2017

0 subscribers

[SUBSCRIBE](#)[EMBED](#)[SHARE](#)

Evan Daruma 2

149 0 1



Baptismal Font Top

114 0 0



Baptismal Font Bottom

120 0 0



Santa figurine

138 0 1



Gravestone

177 0 1



Podium 2

181 0 5

[VIEW IN VR](#)



BJECTS OF FAITH

[HOME](#)[ABOUT THE PROJECT](#)[ABOUT THE PROCESS](#)[3D PRINTING](#)

Cotton scarf wrapped as a Hijab



Woodbine Cemetery Headstone



Buddhist Daruma Doll





hijab 2.2

JMUHIST PRO

FOLLOWING

92

744

7

Download

+ Add To

<> Embed

Share

Report

Description

Model information

Awesome

Published 11 months ago

Uploaded with itSeez3D

IN COLLECTIONS

costumes, fashion a...
wang2dog

119 3

HIST 362 Spring 2017
JMUHIST

9 0

衣物
乾元恒

14 0

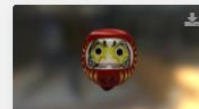
SUGGESTED MODELS

FCM Blacksmith
JMUHIST

163 0 6

Podium 2
JMUHIST

181 0 5

Daruma 1
JMUHIST

41 0 2

FCM Sarah
JMUHIST

52 0 2

BELOVED SON & BROTHER
CALVIN RAY BEACH
SEPTEMBER 5, 1957
AUGUST 25, 2012



TRAINING & SUPPORT

- Professor introduced to 3D scanning and printing through an Instructional Design and Technology sandbox series.
- Students provided hands-on workshops via MADLab Program
 - Principles of photogrammetry (how to capture a series of photographs for purposes of 3D modeling)
 - Using Autodesk ReMake to create 3D models, to clean up 3D models, and to publish 3D models
- Digital Projects and Innovation Spaces provided ongoing support and consolation to students and instructor throughout the assignment.
- The Spaces team provide access to specialized hardware (scanners, iPads, etc.) and 3D printers in the makerspace.

HIST 362 FINAL PRESENTATIONS

- Held at near the end of semester in a public meeting space on campus
- Open to the public and attended by library staff, history faculty, and JMU administrators.
- Each team presented their research and their objects virtually and physically.





OBJECTS OF FAITH

HIST 362 FINAL PRESENTATIONS

Tuesday, April 25, 2017, 2:00-3:30

Madison Union 306 (Taylor Hall)

*All are welcome to join as project teams from HIST 362:
Introduction to U.S. Religious History present the results
of their semester-long work studying, 3D modeling, and
3D printing a wide range of religiously meaningful objects.*



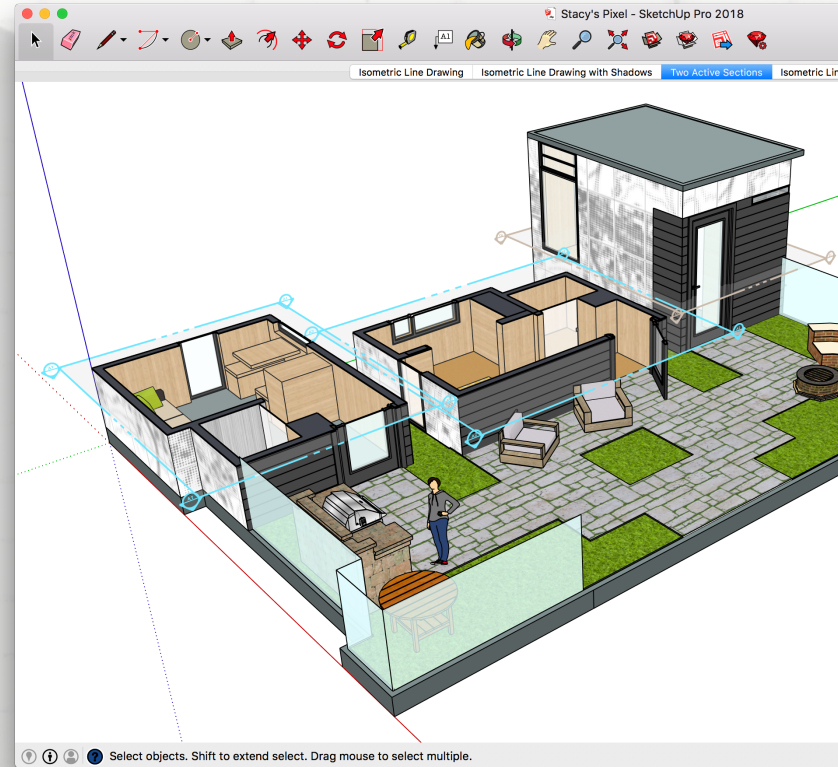
HIST 422: HISTORIC SPACES IN VR

- *HIST 422: The Early American Republic Taught by Dr. Andrew Witmer*
- Use SketchUp to reconstruct a variety of historic spaces that could be experienced in VR.
- “deepen your understanding of the built environment of this era”
- “use your original research from your essay and insights from class discussions and readings to shape how you conceptualize, construct, and interpret your 3D model”



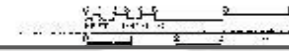
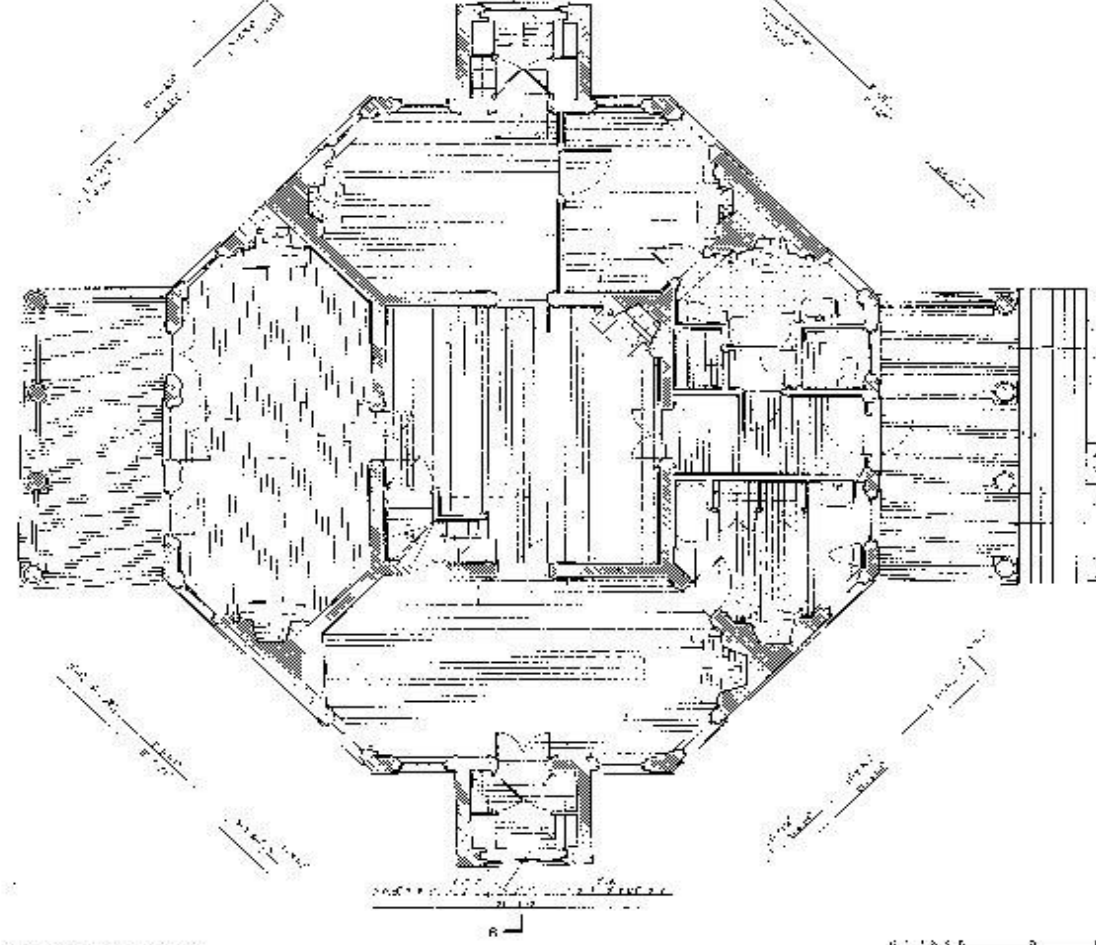
SOFTWARE & DRAWINGS

- **SketchUp** is a powerful but easy to use 3D modeling application used to create architectural, engineering, and landscape drawings.
 - Free version available for EDU
- Each student selected a 2D floorplan from the Library of Congress's Historic American Buildings Survey ([HABS](#))
- Students recreated historic environments in 3D by synthesizing provided measurements with information from other resources such as journals of inhabitants.



1/2" = 1' - 0"

FIRST FLOOR PLAN



1/2" = 1' - 0"

U.S. GEOLOGICAL SURVEY, WASHINGTON, D.C.

1910

POPULAR FOREST

STATE OF OHIO

FOREST LAND

1910

U.S. GEOLOGICAL SURVEY, WASHINGTON, D.C.

1910

U.S. GEOLOGICAL SURVEY, WASHINGTON, D.C.

POPULAR FOREST

STATE OF OHIO

FOREST LAND

1910

U.S. GEOLOGICAL SURVEY, WASHINGTON, D.C.

1910

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U.S. GEOLOGICAL SURVEY

WASHINGTON, D.C.

1910

U.S. GEOLOGICAL SURVEY

WASHINGTON, D.C.





MADISON
SCHOLAR

HARDWARE & SOFTWARE

HTC Vive

- Three VR rooms available to explore, inhabit, review, and study their virtual reconstructions.

IrisVR Prospect

- Desktop app used to bring the 3D SketchUp files into a navigable VR environment
 - Negotiated “extended trial” for semester



TRAINING & SUPPORT

- Faculty was exposed to VR through Instructional Design & Technology programming
- Digital Projects and Innovation Spaces provided training and support for SketchUp
 - Facilitated two hands-on workshops
 - Provided many one-on-one consultations with students as they worked through
 - Provided written instructions.



HIST 422 FINAL PRESENTATIONS

- Open to the public and attended by L&ET staff, history faculty, JMU administrators, JMU reporters, and parents.
- Each student presented their research by providing guided tours of their virtual environments. Wearing a tethered VR headset and projecting their virtual walk-throughs on a shared display
- The performances were theatrical and unusual insofar as the speaker was immersed in a virtual world and unable to see the audience



VIRTUAL SPACES PROJECT

HIST 422 FINAL PRESENTATIONS
December 7, 2017, 9:30-10:45 AM
Madison Union 305 (Taylor Hall)

*All are invited to join the students of HIST 422:
The Early American Republic as they use virtual
reality to present their semester-long work
studying and modeling historical spaces.*

VIRTUAL TOURS OF

- historic houses
- slave quarters
- religious and civic spaces









PRESS COVERAGE

Virtual Reality Brings Tours To JMU

By PETE DeLEA
Daily News-Record

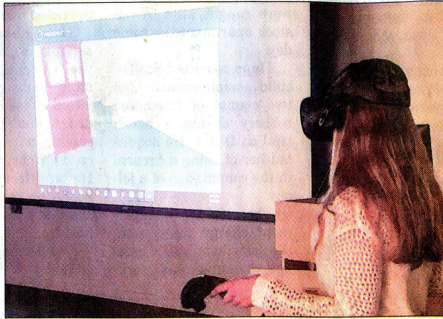
HARRISONBURG — About a dozen James Madison University students toured some of America's most historic buildings Thursday without stepping foot off campus.

The students spent the semester creating virtual reality tours of buildings built during the early American republic, the period between the Revolution and the Civil War.

"Americans of this era expressed great interest in the power of spaces to influence human character and action, for good or for ill," said Andrew Witmer, associate professor of history, who led the class. "This project springs from the conviction that space matters. It is not just a neutral backdrop for human activity. The spaces that people build express their beliefs and values."

This is the first time Witmer's used virtual reality in his classes but he's constantly looking for new and innovative ways to teach students. He partnered with JMU's Innovation Services to help teach the students how to operate the technology.

The projects ranged from Thomas Jefferson's Poplar Forest in Bedford County to the Albemarle County Courthouse.



Kathleen Olifiers, a 20-year-old junior at James Madison University, takes her classmates on a virtual tour of President Abraham Lincoln's Springfield, Ill., home on Thursday.

Pete DeLea / DN-R

Kathleen Olifiers, a 20-year-old junior from Westchester County, N.Y., decided to learn more about her favorite president, Abraham Lincoln.

Using blueprints and written accounts, she pieced together a virtual reality tour of the Springfield, Ill., home that Lincoln moved into in 1844, about 16 years before he became president.

"I thought it was definitely challenging but it was a unique way to look at history," said Olifiers, who plans on becoming a high school history teacher. "I learned not only about the space but a lot about Lincoln and his family that I

wouldn't have if just took another history class and read a book."

Maria Matlock, a 21-year-old junior from Kingsport, Tenn., picked Elizabeth Cady Stanton's Seneca Falls, N.Y., home for her project. Stanton is credited with starting one of the first women's rights movements in the United States.

"I've always been interested in women's history and I wanted my research to focus on the women's rights movement," Matlock said. "I thought this would be the perfect project."

See TOURS, Page A4

'Unconventional Way To Study History'

Tours

FROM PAGE A3

Sarah Fowkes, a 21-year-old senior from Frederick, Md., chose a building that sits next to the high school she attended.

Rose Hill Manor, retirement home of the first elected governor of Maryland, is now a museum.

Fowkes said the learning gave her something for the future.

"I really liked that

unconventional way to study history," said Fowkes, who also wants to teach high school history. "It is really going to tie in nicely with how I use technology in my future classrooms."

"Building a digital model required them to pay close attention to

JAMES MADISON UNIVERSITY. NEWS

MORE JMU

Q

TOPICS

COLLEGE NEWS

RESOURCES

PUBLICATIONS

STAFF

MEDIA

ARCHIVE

JMU NEWS

History class goes high tech

Students use VR to get deeper understanding of people, places

BY NANFEL LIU



SUMMARY: Andrew Witmer's HIST 422 course incorporates technology to elevate learning of historic buildings from the early American republic.

ENG 420: FILM STUDIES IN 360°

- *ENG 420: Advanced Studies in Film and Media Theory*
Taught by Dr. Dennis Lo
- Critically view and respond to 360° or VR productions similarly to traditional film.
- Optionally, produce a 5 minute 360° video essay in lieu of a traditional written essay.



VIEWING TOOLS

- HTC Vive and Oculus Rift
 - Platform exclusive titles meant having both available.
- Merge VR headsets
 - For use with students own cell phone
- Headphones and swivel chair
 - Surprisingly necessary for experiences designed around immersion.
- Dedicated space to use these tools.



AUTHORING TOOLS

- We purchased five 360° video kits
 - GoPro Fusion camera with cover and battery
 - Two MicroSD cards
 - USB-C cable and charger
 - Extendable-grip mini tripod with GoPro mount
- Adobe Premier Pro
- GoPro Fusion Studio



TRAINING & SUPPORT

- Spaces
 - A dedicated space for viewing 360° and VR content
 - The space included a **very** powerful desktop workstation, required both for viewing VR content and for editing 360° videos
- Publishing platforms
 - 360 videos published to YouTube and embedded in WordPress
- Training and support
 - Staff from Digital Projects, Innovation Spaces, and Instructional Design & Technology provided workshops and one-on-one consultations to teach students about 360° videography.
- Final presentations
 - A screening is scheduled for the eight students who elected to produce a 360° film. The event will be open to the public. Local reporters will be invited.



STORYTELLING WITH MAPS

- Story Maps via ArcGIS Online
 - Maps as part of a digital story that provide a geographical context.
- English - Dr. Allison Fagan
 - Students worked in groups to map locations in a series of novels.
 - Students visualize the journey of the characters and how space is represented.
- History - Dr. Phillip Harrington
 - Students mapping local historic neighborhoods.
- Justice Studies - Dr. Case Watkins
 - Students developed individual research projects
 - Example maps public opinion on the death penalty over time and place.

